

# Security Doors Manual

**Warning! Confidential – Top Secret – Do not disclose to any third parties under any circumstances!**

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**This is an overview of all the different types of modules we install in our security doors. Note: Your door will not necessarily feature all modules.**

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Always check which modules you have on your door before you make any adjustments. Should you need to override any of the modules (e.g. for maintenance purposes), CyberSecurity cannot guarantee that the door will remain securely locked. Overriding ALL modules will result in the door unlocking and prevent it from locking again. In such a case, CyberSecurity Inc. shall accept no liability for the loss of valuables.

## Module Type 1 – Radio Dial

- A Radio Dial module always requires an input of exactly 4 digits.
- These digits are always set by turning the Radio Dial in a single direction (not back and forth).
- To override this module, rotate the dial in the correct direction to set the required digits.



1. First, check whether your serial number contains a vowel.
2. Refer to the table below to find out which code corresponds to that vowel.

<b>A</b>	<b>1835</b>
<b>E</b>	<b>1919</b>
<b>I</b>	<b>1357</b>
<b>O</b>	<b>6619</b>
<b>U</b>	<b>8752</b>

3. Use the Radio Dial to set each of the above digits one by one. The last digit of the serial number indicates the correct direction of rotation:

<b>Even Digit</b>	Clockwise
<b>Odd Digit</b>	Counterclockwise

4. For the last digit, set the dial to the year of manufacture.

## Module Type 2 – Cables

- There are between 3 and 6 cables in a cable module
- You will only need to cut 1 cable to override the entire module.

### Three-Cable Module:

- Is one of the cables green? Yes: Cut the green cable.  
No: Cut the middle cables.

### Four-Cable Module:

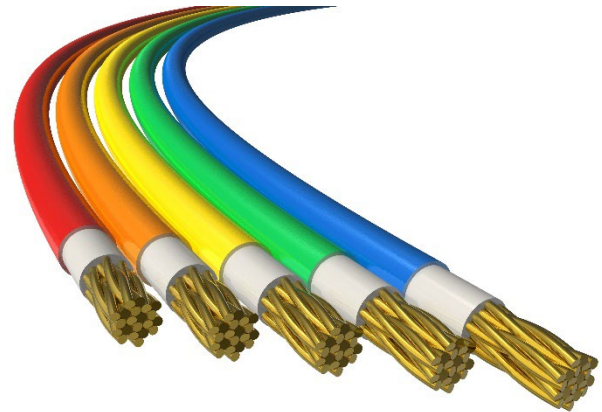
- If there is **more than 1 green cable**, and the last digit of the serial number is even: Cut the last green cable, counting from the left.
- **Or:** If there are **no green cables** and the **last cable is yellow**, cut the yellow cable.
- **Or:** If there is **exactly 1 green cable**, cut the first cable.

### Five-Cable Module:

- If the last cable is yellow, and the last digit of the serial number is even, cut the last cable.
- **Or:** If there is more than 1 blue cable, cut the cable in position 3.
- **Or:** If there are no green or red cables, cut the cable in position 2.
- **Or:** If there is exactly 1 blue cable, and the serial number contains a vowel, cut the blue cable.
- **Or:** If there is exactly 1 blue cable, and the serial number does not contain a vowel, cut the red cable.

### Six-Cable Module:

- If the serial number begins with an even number, cut the cable in position 6.
- **Or:** If there are exactly the same number of red and green cables, cut the cable in position 1.
- **Or:** If there are no blue cables, cut the red cable.
- **Or:** If there are exactly 3 red cables, cut the middle red cable.



## Module Type 3 – Morse Code










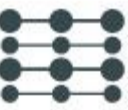







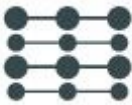







- The morse-code module consists of 3-6 words.
- The morse code will always be in the top left of the terminal device.
- When you have decoded the words, enter them in the text field. Entering the correct words will override the module.

A	● —	N	— ●
B	— ● ● ●	O	— — —
C	— ● — ●	P	● — — ●
D	— ● ●	Q	— — ● —
E	●	R	● — ●
F	● ● — ●	S	● ● ●
G	— — ●	T	—
H	● ● ● ●	U	● ● —
I	● ●	V	● ● ● —
J	● — — —	W	● — —
K	— ● —	X	— ● ● —
L	● — ● ●	Y	— ● — —
M	— —	Z	— — ● ●

1. Enter the word that begins with the latest letter in the alphabet first, then the word beginning with the second-latest letter, etc.
2. If there are only 3 words, enter the third word twice.
3. If there are 4 words, do not decode the first word.

## Module Type 4 – Hieroglyph Encryption

- This module consists of 4 hieroglyphs and a standard number pad.
- Only 1 of the sequences below contains all 4 hieroglyphs shown on your module. Each sequence is assigned a number.
- Identify the number and follow the instructions below to override the module.

1	2	3	4	5
				
				
				
				
				

1. Find the symbols from the module in one of the sequences.
2. Add the **correct red number above** to the security panel's year of manufacture to obtain the override code.
3. Enter the override code.

# Module Type 5 – Toggle Switches

- This module always has 6 toggle switches.
- Each switch has only two switch positions: top and bottom.



1. Locate the service lights at the center right of the security panel.
2. If your device has 4 lights, set all switches to their top position.
3. If your device has 3 lights, check the colors to identify the correct settings for your device. X marks the switch position; i.e., an X in the bottom row means you should set the switch to its bottom position.

## Red – Green – Green

	X		X	X	
X		X			X

## Green – Blue – Green

		X	X		
X	X			X	X

## Red – Red – Green

X	X			X	X
		X	X		

## Orange – Green – Orange

X		X		X	
	X		X		X

## Green – Orange – Green

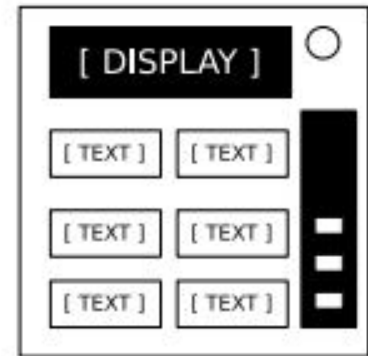
X	X	X		X	
			X		X

## Green – Green – Orange

			X		X
X	X	X		X	

## Module Type 6 – Passwords

- This module will display a code word.
- There are 6 buttons with *passwords* below the main display.
- You need to press only the CORRECT password to override the module.



1. Refer to the table below to find the code word.
2. Press the first word from the corresponding list of passwords that matches one of the words on your installed module.

Code Word	Passwords
Andes	Yours, Time, Wires, Cable, Buttons, Chance, Sack, Sauce
Angel	Time, Wire, Seam, Drive, Mine, Cousin, Computer, Booger
Angle	Holland, Museum, Plight, Seam, Drive, Idea, Pass, Yours
Hops	Wire, Cable, Drive, Boat, Night, Museum, Glove, Pants
Hop	Yours, Germs, Chance, Cousin, Pass, Alpaca, Animals, Freeze, Mine
Hope	Praise, Mine, Buttons, Sauce, Either, Freedom, Animals, Boat, Night
Aphid	Yours, Bell, Tender, Drive, Germs, Pants, Seam, Sample, West
Ape	Super, Holland, Time, Cash, Frost, Death, West, Museum, Pass
Apiary	Praise, Laurel, Free, Animals, Drive, Boat, Chances, Food, Nights
Apple	Roar, Sea, Cousin, Holland, Sauce, Time, Chances, Animals, Boat
Cartel	Pass, Alpaca, Time, Cousin, Buttons, Map, Armor, Animals, Mine
Opal	Rain, Wires, None, Plight, Idea, Holland, Germs, Tender, Freeze
Apls	Laurel, Bell, Glove, Shoe, West, Animals, Yours, Us
Alms	Many, Life, Praise, Germs, Mine, Chances, Buttons, Time
Ochre	Time, Loves, Mine, Cousin, Time, Sauce, Pot, Cooked, Mine
Opera	Hope, Holland, Chance, Cousin, Freedom, Naked, Night, Yours
Ogre	Cash, Gold, Death, Frost, Sea, Alpaca, Glove, Yours, West



## Module Type 7 – Binary Code

- Each binary code module has exactly 9 digits, which are always either 0 or 1.
- Find the matching column and enter it in the module

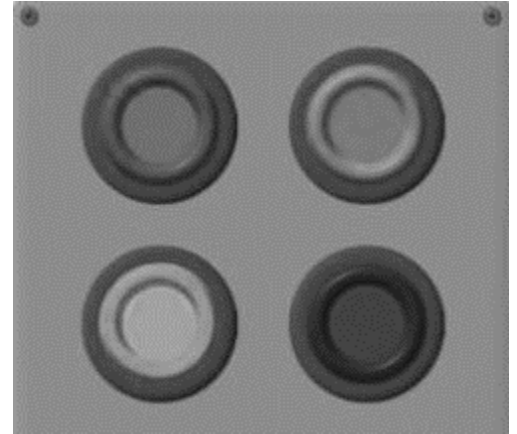
1. If your security panel has three lights at the bottom, use a column that starts with a 1.
2. If the serial number does not contain a vowel, use column 6.
3. If the serial number contains a vowel, use an even-numbered column.
4. If the serial number ends with an even number, use column 7

Column 1	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7	Column 8
0	1	0	1	1	1	0	1
1	1	0	0	0	1	0	1
1	0	0	0	1	1	0	0
0	1	0	1	1	1	1	1
1	1	1	1	1	1	1	1
0	0	0	1	0	1	0	1
0	0	0	0	0	0	0	0
1	1	0	1	0	1	0	1
0	1	0	1	0	1	0	1

## Module Type 8 – Color Code Encryption

- This module has **4 color fields**. The arrangement of the color buttons may vary between modules and yours **may differ from the illustration** in this manual.

- To override the module, you will need to determine a sequence of 5 colors and then press the buttons in the corresponding order.



1. If the inspection code consists of only letters, press blue first.
2. If the inspection code has at least 1 number, press red first.
3. If the first digit of the serial number is even, press yellow second.
4. If the first digit of the serial number is odd, press green second.
5. If the last color pressed was yellow, press red now.
6. If the last color pressed was green, press blue now.
7. If this module is Module 5 on your security panel, press blue.
8. If this module is Module 4 on your security panel, press yellow.

The final button is the top left button of **this module**.